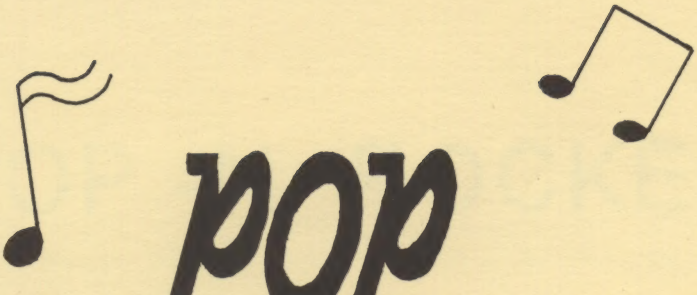
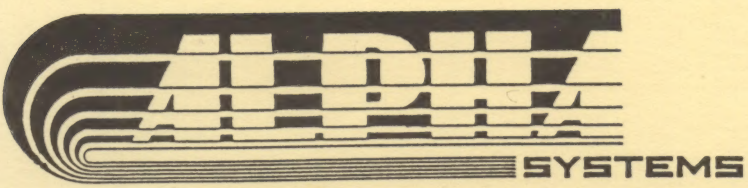


POP -N- ROCKER



POP -N- ROCKER

By: J. Adamson
& S. Sekelsky

Pop -N- Rocker Game
Pop -N- Rocker Construction Set
Copyright (c) 1987

POP-N-ROCKER Game Disk

POP-N-ROCKER Construction Set

By: J. Adamson
S. Sekelsky

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POP-N-ROCKER Song Disks I, II & III

Recorded By: J. Adamson
S. Sekelsky
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J. Adamson and S. Sekelsky would like to thank all the musicians, artists and performers whose inspirations and visions have brightened our lives and touched our souls, and for making this program possible.

If you like the music on the Data Disks, buy the artists album, tape, or CD from your local record store.

POP -N- ROCKER

Welcome to Pop-N-Rocker, a unique music trivia game with a fast paced game show format. Two players compete by correctly answering two rounds of music trivia questions. Every third round is a Bonus round, where players listen to a few seconds of digitized music, then name the song. The winner is the player with the most money. You can change the questions, and even add new digitized songs with a Parrot or Parrot II sound digitizer.

Getting Ready

To play Pop-N-Rocker, you need:

* An 8-bit Atari with at least 48K
(800, 800XL, 1200XL, any XE or GS)

* A disk drive (Happy drives require Slow-It-Down)

* Two joysticks

Optional - needed only to record new songs

* A Parrot or Parrot II Sound Digitizer

Setting Up

Make sure your computer and disk drive are set up correctly. If you need instructions, please refer to the owners manuals for your computer and disk drive. Turn the disk drive on. Turn up the volume on your TV or monitor.

Plug the joysticks into joystick ports 1 and 2. Put the Pop-N-Rocker Game Disk into the disk drive. Press and hold the OPTION key, and turn the computer on. If you are using an old 800 or upgraded 400, remove the BASIC cartridge before turning on the computer.

NOTE: Happy drive owners must run Slow-It-Down before loading Pop-N-Rocker.

The Pop-N-Rocker Introduction will appear on your TV or monitor screen, and will ask if you want to see instructions before you play, or go directly to the game. If you want to skip the instructions, press START. If you would like to see the instructions first, press SELECT.

Playing Pop -N- Rocker

Choosing the Music

Pop-N-Rocker gets the questions, answers, and songs from the Song Disks. When your TV or monitor screen says "Insert a Data Disk", take the Pop-N-Rocker Game Disk out of the drive, and put in a Song Disk. Now press RETURN.

Answering Questions

Pop-N-Rocker will ask a music trivia question. If you think you know the answer, press your joystick trigger. The first person to press the joystick button gets to answer the question.

After you (or your opponent!) has pressed the joystick trigger, Pop-N-Rocker will display three possible answers to the question. Select the correct answer with the joystick, and press the trigger.

If you got the right answer, you'll win some money (points). But if you're wrong -- you lose money. The player with the most money at the end of the games wins. If you don't know the answer to a question, you may want to let your opponent try to answer. If he's wrong, he'll lose points, but your score will not change.

The Bonus Round

After the first two rounds of questions comes the Bonus round. Pop-N-Rocker will play a few seconds of digitized music. The first player to press the trigger after the music has

stopped gets to guess the name of the song. Pop-N-Rocker will display three names. Use the joystick to pick the one you think is correct.

ADDING NEW QUESTIONS AND SONGS

It's easy to change the Pop-N-Rocker trivia questions, and create new Song Disks with your own songs and questions. You can use any kind of music you like for your own Song Disks - Rap music, Classical, Nursery Rhymes, etc. You can use songs from the radio, a tape player, or sing them yourself.

Changing Questions

If you want to use the same songs, but with new questions, first make a copy of the Song Disk. You can use any DOS or sector copy program. Put the original Song Disk away for safekeeping. Use the copy when you make the changes.

To change the questions for a song, you'll need to use the Pop-N-Rocker Construction Set on the back of your Pop-N-Rocker Game Disk. Put the disk in the drive, with Side 2 facing up. Turn your computer on. Don't touch any buttons while the program loads. If you have an 800 or upgraded 400, insert the BASIC cartridge before you turn on your computer.

First you'll see a blue screen with the word READY in one corner, then the Pop-N-Rocker Construction Set will appear. It will ask you to type in the name of the sound file. Put the disk with the sound files in the drive. To see the names of the files, press RETURN.

Type in the name of the file exactly as it appears on the screen, with the D: prefix. For example, if you want to use the file AXELF.DIG (on the Construction Set Disk), type D:AXELF.DIG.

Pop-N-Rocker will load the file, and ask if it is a Parrot file. Parrot files end with .DIG. Sound files that come from Pop-N-Rocker end with .TXT. If you are reusing a sound file, press N for No. If you are using a brand new sound file that you have recorded with Parrot, or one of the sound files on the back of the Pop-N-Rocker disk, press Y for Yes.

of the Pop-N-Rocker disk, press Y for Yes.

Pop-N-Rocker will ask if you want to hear the sound file. Press Y if you do, N if you don't. Then Pop-N-Rocker will ask if you want to load another file. If you want to use the file that you have, press N for No. If you want to use a different file, press Y for Yes.

Pop-N-Rocker will ask you to type in your questions and answers. Type them as you want them to appear on the screen during the game. Don't use more than the maximum number of characters.

When you've finished entering the questions and answers, Pop-N-Rocker will ask you to enter the name of the file. Type it in, with the suffix and prefix. If you want to use the file name Love 1, type D:LOVE1.TXT.

Adding New Songs

To add new songs, you will need a Parrot or Parrot II Sound Digitizer to record the songs. You'll also need to use the Pop-N-Rocker Construction Set on the back of your Pop-N-Rocker Game Disk.

First, record your songs with your Parrot or Parrot II Sound Digitizer. Follow the instructions in your Parrot owners manual. Pop-N-Rocker uses sound files that are 16384 bytes, or 130 sectors long. If you try to load a longer file into the Construction Set, Pop-N-Rocker will read only the first 16384 bytes.

Now follow the instructions above, under Changing Questions. Just use your own Parrot sound files.

Please send your comments about this program to:

Jim Adamson
C/O Alpha Systems
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Macedonia, OH 44056

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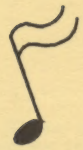

POP -N- ROCKER

POP -N- ROCKER is a fast paced multi-player trivia game that mixes questions with REAL songs (digitized with Parrot). Answer the music trivia questions, identify the digitized songs, and win lots of money (points)! But Beware - If you answer wrong, you lose points. Your oppent could take the lead!

POP -N- ROCKER comes with **three** data disks packed full of all kinds of music and trivia questions. It comes with the special POP -N- ROCKER Construction Set, so you can change or **add new questions.** POP -N- ROCKER never gets old. The POP -N- ROCKER Construction Set even lets you use a Parrot Sound Digitizer or Parrot II to **add new songs!** You can use POP -N- ROCKER with any kind of music, from rock to classical to nursery rhymes for te little ones.

POP -N- ROCKER is an exciting new concept in video games, there's no other quite like it. It's an excellent gift for anyone who has a Parrot or Parrot II sound digitizer.